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Spectrum HoloByte

BreakThru!™

INSTRUCTION BOOKLET

KIDS TO ADULTS
K-A
AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BreakThru!

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"In the early 1980s, I developed *Tetris* as a simple exercise in mathematics. I could not have dreamed the impact it would have in the world of games. *BreakThru* carries on the challenging and addicting tradition of *Tetris*, and I am proud to endorse the product. I hope you enjoy playing it as much as I do."

Alexey Pajitnov
Mathematician and Puzzle Game Designer

BreakThru!

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ABOUT THE SPECTRUM HOLOBYTE PUZZLE LINE

Alexey Pajitnov, creator of the world-famous *Tetris*, is lending his endorsement to and is helping in the design of a full line of action puzzle games from Spectrum HoloByte. The line includes the company's existing *Tetris* games, as well as new and increasingly exciting and super-challenging puzzle products.

Since its debut in 1988, *Tetris* has been on best-seller lists, and the famous game of falling blocks continues its phenomenal popularity to this day. Included in the Spectrum HoloByte puzzle line are products for personal computers and videogame systems. For personal computers, the line features *Tetris*, *Welltris*, *Faces...Tris III*, *Wordtris*, *Super Tetris*, *Tetris Classic* and now *BreakThru*. For videogame systems, the line includes *Wordtris* (SNES, Game Boy), *WildSnake* (SNES, Game Boy) and now *BreakThru* (SNES, Game Boy). Puzzle games within the line are fun, challenging, universally nonviolent and are ideal for all ages and skill levels.

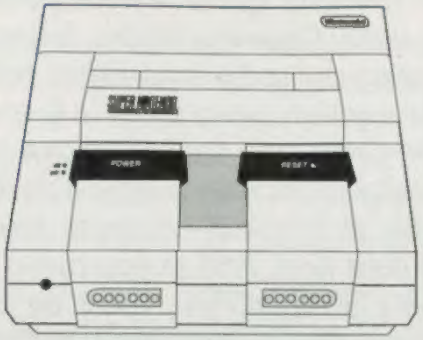
All the titles listed above are available at your local software retailer or can be ordered directly from Spectrum HoloByte anytime by dialing 1-800-695-GAME.

BreakThru!

WELCOME TO *BREAKTHRU*

BreakThru is the one game where you're really up against the wall! Clearing bricks, lining up falling objects, blowing up soda cans, firing rockets, racing the clock... the action never stops in *BreakThru*. In this action puzzle game, you try to remove all the bricks from a wall before your time is up—a challenge which starts out easy at first, but becomes tougher as you get closer to your goal. And as you move through the different levels of *BreakThru*, you'll be taking down walls in different cities of the world, each with its own unique scenery and musical soundtrack! *BreakThru* is a fast-paced game for one or two players that's a test of your hand-eye coordination as well as your color coordination. But beware! Once you start playing *BreakThru*, it's hard to stop!

LOADING *BREAKTHRU*



Here's what you'll need to do before you can play:

1. Set up your Super Nintendo Entertainment System (SNES) according to the instructions in your user's guide.
2. Plug a controller into Controller Slot 1 on your SNES. If you have a second controller and want to play a two-player game, plug the other controller into Controller Slot 2.
3. Make sure the power switch is OFF.
4. Plug the *BreakThru* game pak into the console and press it down firmly.
5. Turn the power switch ON.
6. After the introductory screens, you'll be at the Title screen.

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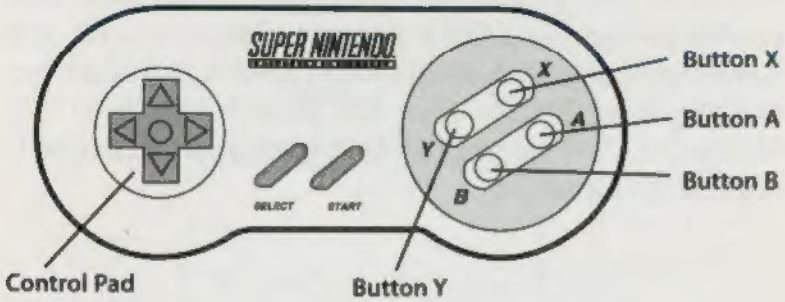
Important note: If you don't see the introductory screens when you turn your SNES on, turn the power switch to OFF. Check all connections and make sure you've set up your SNES properly. Next, remove the *BreakThru* game pak and reinsert it with the label facing the front. Finally, turn the power switch to ON. Always turn the power OFF before removing or inserting a SNES game pak.

BREAKTHRU GAME CONTROLS



Control Pad

Moves cursor square around wall in any of four directions: up, down, left or right

Button B

Clicks on where cursor is positioned to remove bricks, fire rockets, explode dynamite sticks, and select super bricks

Button X

Changes Shifter direction so that brick columns slide left or right

Button Y

Turns Grid on and off

BreakThru!

Button A

Press this and press left on the control pad to move objects at the top of screen to the left

Press this and press right on the control pad to move objects at the top of screen to the right

Press this and press down on the control pad to drop objects from the top of the screen

START Button

Pauses and unpauses game

PLAYING *BREAKTHRU*

The object of *BreakThru* is to remove all bricks and foreign objects (except for rocks and spiders) from a wall before time runs out. To do this, move the square cursor to a brick that is next to another brick of the same color (either horizontally or vertically), then press Button B on your controller.

As you remove the lower-level bricks, gravity will pull the higher-level bricks into the gaps. When all the bricks in a column are removed, the remaining columns of bricks will slide over to fill up the empty space. You can change which direction these columns of bricks will slide by using the Shifter.

To make the game even more challenging, bricks and foreign objects will fall randomly from the top of the screen. You'll also have to overcome a variety of obstacles, such as rocks, which can't be destroyed or removed from the wall. There are pesky spiders which dangle from their webs and block the movement of bricks, plus stubborn soda cans, which must be destroyed.

But certain foreign objects can help you clear the bricks in the wall and eliminate obstacles. Exploding dynamite sticks destroy bricks and obstacles (except rocks) in all directions. Rockets blast away all bricks

BreakThru!

and obstacles (except rocks) in their path. And the super brick clears away all bricks of the next selected color.

Eventually, you'll only have a few bricks left to remove. Now, you can turn on the Grid and use its lines to help you drop bricks and objects into the best places in the remaining wall. You'll find that the Shifter is also helpful for clearing spaces for bricks and objects to drop.

When you remove the last brick or object (other than rocks and spiders), you've cleared the wall! Now, you'll move onto another wall—and another challenge. After you clear four walls in one city, you'll travel to a different city in the world. When you've cleared four walls in each of the six cities, you've completed a world tour. You'll then begin another world tour in the same six cities, but at a higher level of difficulty.

STARTING *BREAKTHRU*

After you've loaded *BreakThru*, the introductory screens will appear on your television screen, and you'll see the Title screen. It has a large "BreakThru" logo and the words START and OPTIONS at the bottom. Highlight either of these words by pressing left or right on the control pad, then press any button to select. If you choose START without selecting OPTIONS, you'll begin a game set to the default options: a SINGLE player game, an EASY level of play, and a 5 MIN time limit. Selecting OPTIONS lets you set different configurations for *BreakThru*, including two-player games. (For more information on Options, see page 25.)

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THE *BREAKTHRU* WALL SCREEN

Here's what you'll see when you start to play *BreakThru*:

The Wall

This is where the action takes place! Each wall is 15 bricks wide and 16 bricks high, and is located between two permanent walls that are covered with displays and icons. To remove bricks from the wall, press up, down, left and right on the control pad to move the square cursor all over the wall. Once the cursor is on a brick that is touching another brick of the same color horizontally or vertically, press Button B. These bricks will be removed instantly.

Falling Bricks and Objects

Bricks and foreign objects will be moving constantly from right to left above the wall. If they're left alone, they'll fall on top of the wall after a set amount of time. You can move these bricks and objects back and forth along the top by pressing and holding Button A, then pressing left or right on the control pad. To drop these bricks and objects, press and hold Button A, and then press down on the control pad.

Score Display

Your current score can be found on the upper left-hand corner, below the word SCORE.

Timer

This is located below the score display. It will count down from either 2 MIN, 5 MIN or 10 MIN. (See page 29 to choose a time limit.) When the timer counts down to 30 seconds, it will flash and you'll hear a loud warning noise to let you know that you're running out of time. At 10 seconds and 5 seconds, the timer will flash again and you'll hear the same warning noise. If the timer reaches 0 seconds and you haven't finished clearing a wall, you'll lose one of your lives.

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Grid

The circular object just below the timer is the Grid. When it's activated, vertical lines will appear in the background of the wall. These lines help you to drop falling bricks and other objects into the best positions on the wall. To turn on the Grid, press Button X. If the Grid lines are hard to see, turn the background off from the Options menu. (See "Background Off" on page 29.)

Shifter

Toward the bottom of both the left and right permanent walls, you'll find two Shifter arrows pointing left and right. One will always be lit up, indicating the direction that columns of bricks and other objects will shift at the base of the wall. To change this Shifter direction, press Button Y. The arrow on the opposite side of the screen will now be lit up.

World Map/Tour Display

The world map is found in the upper right-hand corner. The dot on the map is the geographical location of the city where you're clearing a wall. The tour display just below it shows the city name, world tour number, and wall number you're currently working on.

The picture at the left means you're in Berlin, on the first world tour, and you're working on the second wall of that city.

Sledgehammers

You'll see these just below the world map/tour display. Each sledgehammer stands for one life you have left. You begin each game with three lives (the current one and two extras). You lose a life (and a sledgehammer) every time you fail to clear a wall before time is up. If you complete a world tour and have lost a life or two along the way, you'll receive an extra sledgehammer (a life) as a bonus. However, if you haven't lost a life while completing your world tour, you cannot earn an extra life since you can't have any more than three lives at one time.

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OBJECTS ON THE WALL

Bricks

These are the main components of the walls in *BreakThru*. Bricks come in a variety of colors, depending on the difficulty level you're playing at. CHILD-level walls start with three colors of bricks, EASY and MEDIUM-level walls start with four colors, and HARD-level walls start with five.

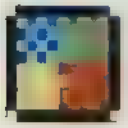
Dynamite Sticks

You may find dynamite sticks in the wall when you begin a game, and they can also fall from the top of the screen. To explode a dynamite stick, click on it with Button B when it's at the base of the wall. The blast from a single stick will destroy all bricks and objects (except rocks) within one square of the stick. If two dynamite sticks land next to or on top of one another anywhere in the wall, they'll both explode.

Rockets

These will shoot out in the direction they're pointed (either up, down, left or right) and remove everything in their path (except rocks). To fire a rocket, click on it with Button B. Unlike dynamite sticks, rockets can be fired from anywhere in the wall, not just at the bottom.

Super Bricks



One of these powerful, four-color bricks will appear after every 10,000 points you score, or after 5,000 points in the CHILD difficulty level. (If you go over the 10,000-point barrier from bonus points, you won't get a super brick.) When you click on one with Button B, the sides of the wall will flash. Next, select any color brick in the wall, and all bricks of that color will disappear from the wall. Be careful not to accidentally destroy a super brick with a dynamite stick or a rocket.

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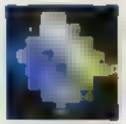
Soda Cans



These trashy obstacles are found in the wall at the higher difficulty levels, and must be removed. To get rid of a soda can, either fire a rocket at it or explode a dynamite stick near it. Soda cans never fall from the top of the screen.

Spiders

These annoying insects hang from a single thread at the top of the wall. Bricks and objects that fall and hit a spider are deflected to one side or the other. A spider can also block the left-right movement of stacks of bricks. You can kill a spider with a rocket or a dynamite stick explosion, but you don't need to remove spiders in order to clear a wall.

Rocks

These are (literally) the hardest objects to handle. Rocks can't be destroyed, and they prevent columns of bricks from being shifted. Dynamite sticks will not blow up or move rocks, but rockets will move a rock one space in the direction the rocket is pointed, if there's nothing on the other side of the rock.

BreakThru!

SCORING

Every time you remove bricks from the wall, you earn points. The more bricks you remove at one time, the more points you get. In addition, the higher the difficulty level you play at, the more points each brick is worth. CHILD-level bricks are worth 3 points, EASY-level bricks are worth 5 points, MEDIUM-level bricks are worth 7 points, and HARD-level bricks are worth 12 points. The point value of the brick is multiplied by the difficulty level, and that value is multiplied by the number of bricks cleared to give a score.

If more than 50 bricks are cleared at one time, the multiplier for the number of bricks will remain at 50.

When you remove a brick (or group of bricks) by using a super brick, each brick is worth 1 point. If you use a dynamite stick or a rocket to eliminate bricks, each brick is worth 10 points.

Points for Other Items

Dynamite Sticks

You earn 0 (zero) points for removing or detonating a dynamite stick.

Rockets

Rockets that are launched are worth 0 (zero) points. If a rocket is destroyed by another rocket or a dynamite stick, it's worth 10 points.

Super Bricks

If you activate a super brick, it's worth 0 (zero) points. If a super brick is destroyed by a dynamite stick or rocket, it's worth 10 points.

Spiders

A spider is worth 500 points when destroyed by a dynamite stick or a rocket.

Soda Cans

Each soda can is worth 250 points when removed by a dynamite stick or a rocket.

Rocks

Since a rock can't be destroyed, you can't get any points for them.

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Selection Penalty

Think you can get a better score by randomly selecting bricks all over the screen? Think again. If you select a brick that isn't next to a brick of the same color and can't be removed from the wall, you'll lose 25 points per each press of Button B.

Time Bonus

If you have any time left on the timer after you've removed a wall, you'll earn bonus points. In a 2 MIN game, you get 200 points for every second left on the timer. In a 5 MIN game, you get 20 points per second remaining. In a 10 MIN game, you get 2 points for each second left. Finally, in a NO LIMIT game, you (obviously) don't get any time bonus.

ENDING A GAME

If your time runs out before you've removed all the bricks from a wall and you have no remaining lives left (shown as sledgehammers), the game is over. You'll then move to the High Score screen. There, you'll see the letters of the alphabet, along with three blank spaces at the top for you to put your initials. Press up, down, left and right on the control pad to move the cursor to the letters of your initials. Then press any button to select that letter and move to the second letter of your initials. Click on DELETE if you've entered a letter by mistake, and click on DONE when you've finished. Your initials and score will then be displayed.

Since *BreakThru* does not have a battery backup, the scores you achieve will be deleted when you turn your SNES off.

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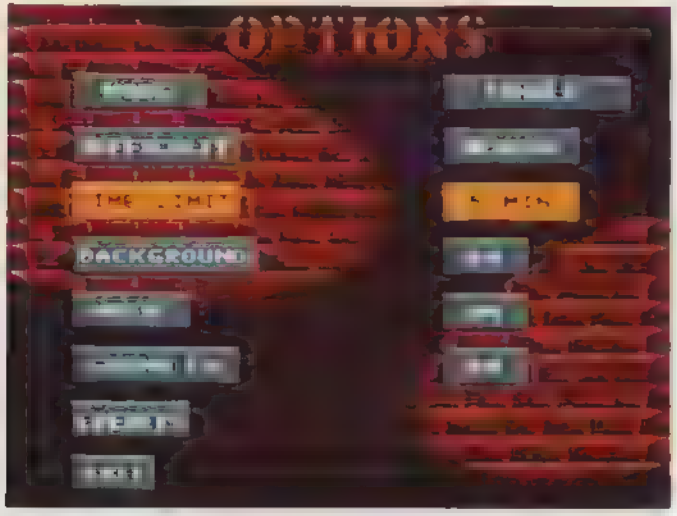
OPTIONS SCREEN

When you select OPTIONS from the Title screen, you'll move to the Options screen. There, under the heading OPTIONS, you'll see a menu of all the game play configuration choices available to you. Press up or down on the control pad to highlight an option, and press left or right on the control pad to cycle through the choices. When you've made your picks, highlight EXIT and press any button to return to the Title screen, where you can press START to play a game of *BreakThru* with the options you've selected.

Here are the options you'll see:



Mode

Select this to cycle through these four game play modes:

Single

Choose this to play a one-player game.

(The following three games are for two players. You'll need to plug two controllers into your SNES so that you and your friend can play them.)

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Cooperative

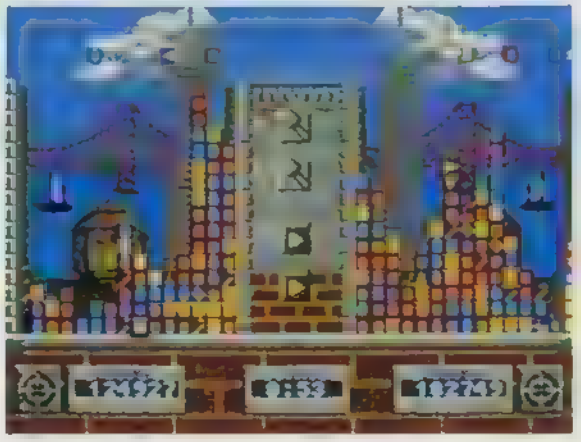
Choose this to play a two-player game where both players cooperate with each other to clear the same wall. Each player controls his or her own cursor. The score displayed is the total of both player's scores.

Competitive

Choose this to play a two-player game where both players compete against each other to remove bricks from the same wall. Each player controls his or her own cursor. The player using a controller plugged into Controller Slot 1 will see his or her score on the lower left side of the game screen, while the player using a controller plugged into Controller Slot 2 will see his or her score on the lower right side. The player with the higher score at the end of the game is the winner.

Dual Wall

Choose this to play a two-player, two-wall game where each player tries to clear his or her own wall ahead of the other player. (Player 1 is on the left and Player 2 is on the right.) The player using a controller plugged into Controller Slot 1 will see his or her score on the lower left side of the game screen, while the player using a controller plugged into Controller Slot 2 will see his or her score on the lower right side. To spice up the competition, whenever a player clears



seven or more bricks with one click, up to five bricks of random colors will be sent to the other player's wall where they'll fall from the top of the screen. (However, any bricks removed with a super brick will not be sent

to the other player.) If one player clears the wall before the other player, he or she will be given time bonus points. The player with the higher score at the end of the game is the winner.

Difficulty

Select this to choose from *BreakThru*'s four difficulty levels: EASY, MEDIUM, HARD and CHILD.

Time Limit

There are three time limits you can set for a game of *BreakThru*: 5 MIN, 2 MIN and 10 MIN. If you select the CHILD difficulty level first, you'll also have the choice of NO LIMIT. The time limit you choose is the amount of time you have to clear a wall. The clock resets after each wall is cleared.

Background

This turns the background scenery for *BreakThru* ON or OFF.

Music

This turns the background music for *BreakThru* ON or OFF.

Sound FX

This turns the sound effects for *BreakThru* ON or OFF.

Credits

Select this to view the names of the people who brought you *BreakThru*.

Exit

Highlight this and press any button to return to the Title screen.

Be sure to choose your options carefully, since once you leave the Options menu and are playing a game of *BreakThru*, you cannot go back and change the options without ending the game first.

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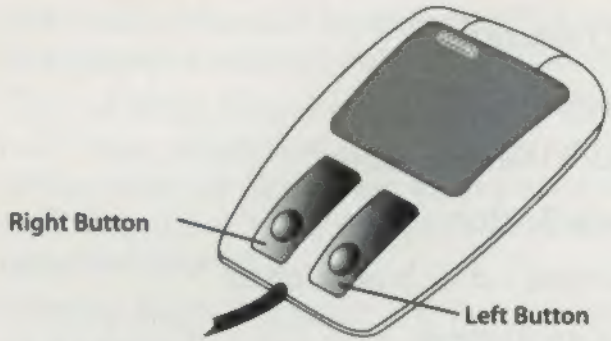
MOUSE SUPPORT

You can use the SNES Mouse instead of the controller to play *BreakThru*—in fact, we highly recommend it.



Basically, moving the mouse moves the square cursor all around the wall. To remove bricks, shoot rockets or detonate dynamite sticks, move the cursor and click the left mouse button. To turn the Grid and the Shifter on and off, click on the Grid or arrow icons on the permanent wall. To move the new bricks and objects left and right at the top of the wall, hold down the right mouse button and move the mouse left and right. To drop bricks and other objects from the top of the wall, hold the right mouse button and click the left mouse button.

When you're at the Title screen, select either START or OPTIONS by clicking the left mouse button. When

you're at the Options screen, click on a word to highlight it. Then click on it again to cycle through the choices. *BreakThru* only supports playing with one mouse. If you're playing a two-player game, one player must use the controller.

Mouse Controls

Mouse Movement

Moves cursor in all directions

Left Mouse Button

Clicks on where cursor is positioned

Right Mouse Button

When held down, moves objects at the top to the left and right when mouse is moved left and right

Left and Right Mouse Buttons

Drops objects from top of screen

Note: To pause the game, you will need to press the START button on your controller.

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STRATEGY TIPS

Everyone has his or her own ways of playing *BreakThru*, but here are a few tips we came up with to help you play better and get a higher score:

- *Don't click on the wall unnecessarily.* This wastes time and subtracts valuable points from your score.
- *Clear all bricks of one color first.* If you do this, you'll have fewer colors and larger groups of bricks that will be easier to clear away. What's more, when you eliminate these large groups of bricks, you'll get more bonus points!
- *Clear top bricks first.* Removing lower bricks first will cause the upper bricks to fall and could ruin good chances for you to clear large numbers of bricks.
- *Use your dynamite sticks wisely.* The best use of a dynamite stick is to destroy the soda cans, so try to position your dynamite sticks so that they'll destroy the most cans. If you can't explode a dynamite stick because it's not on the lowest level, look for one to appear on the top of the screen. Then drop this dynamite stick on top of or next to the other, and both dynamite sticks will explode.
- *Plan ahead.* By removing certain bricks, you can often move dynamite sticks or rockets into strategic places.

- *Use the Shifter often.* The Shifter comes in handy when you want to create openings for new bricks to fall. It's especially useful in higher level games where there are many cans, spiders and rocks that get in the way.
- *Wait before you use your rockets.* Rockets can destroy a large number of soda cans, so don't fire them off right away. Since soda cans tend to collect along the bottom of the wall, try to maneuver horizontal-firing rockets to the bottom of the wall by using the Grid and the Shifter. Then fire away and blast the cans! Also, since horizontal-firing rockets are so useful, keep your eye out for them when they show up at the top of the screen, then drop them where you need them. Vertical, downward-pointing rockets are also handy for destroying a large column of bricks.
- *Exterminate those pesky spiders.* A good way to do this is to leave a large stack of bricks untouched and wait until a horizontal-firing rocket appears. Drop the rocket on top of this stack of bricks. Then, reduce the size of the stack until the rocket is pointing directly at the spider. Fire the rocket and destroy the spider.

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- *Don't blow up super bricks!* Super bricks are the most valuable object you can receive and should not be wasted. Remove as many bricks as possible first, then use the super brick to eliminate the brick color you have the most of.
- *Try to group same-colored bricks.* Sometimes, by vaporizing certain bricks, you can bring larger groups of bricks of the same color together. Look for these color patterns in the wall and click wisely.
- *If you're playing the two-player dual wall game, send large numbers of bricks to your opponent.* Try to clear seven or more bricks at a time as often as you can, and you'll overwhelm your opponent with unwanted bricks.

SCORES

BreakThru!

90-DAY LIMITED WARRANTY:

Spectrum HoloByte warrants to the original consumer purchaser that this Game Pak ("Pak") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Spectrum HoloByte will repair or replace the Game Pak, at its option, free of charge.

To receive this warranty service:

1. Do not return your defective Game Pak to the retailer.
2. Notify Spectrum HoloByte's Customer Support department of the problem requiring warranty service by calling (510)522-1164. Our Customer Support department is in operation from 9:00 AM to 5:00 PM Pacific Standard Time, Monday through Friday.
3. If the Spectrum HoloByte Customer Support Representative is unable to solve the problem by phone, he or she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Game Pak, and return your Game Pak postage paid, at your risk of damage, together with your dated sales slip or similar proof-of-purchase within the 90-day warranty period to:

Spectrum HoloByte
Customer Support Department
Attn: SNES BreakThru!
2490 Mariner Square Loop
Alameda, CA 94501

This warranty shall not apply if the Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

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